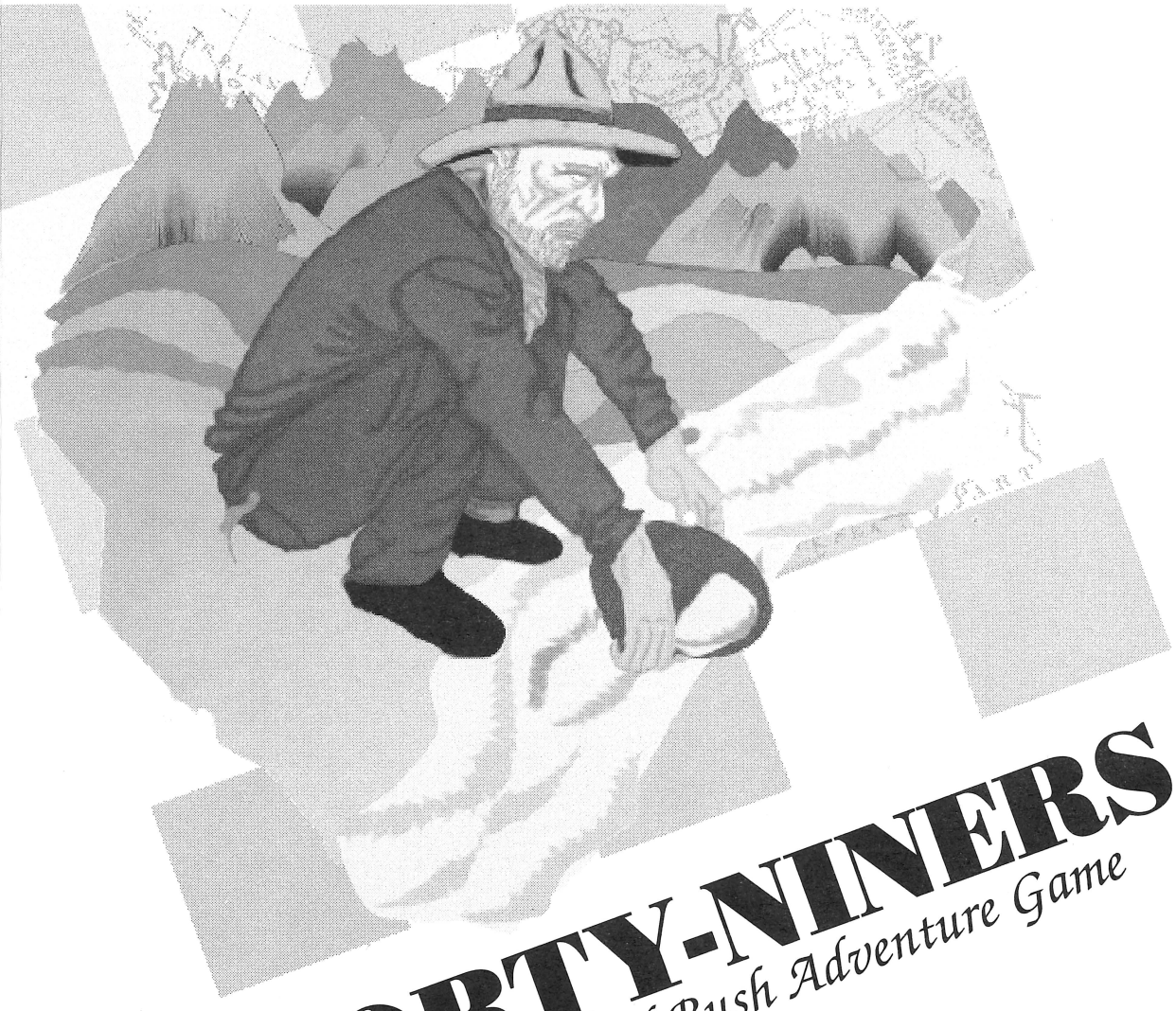

FORTY-NINERS

A Gold Rush Adventure Game

Handbook

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FORTY-NINERS

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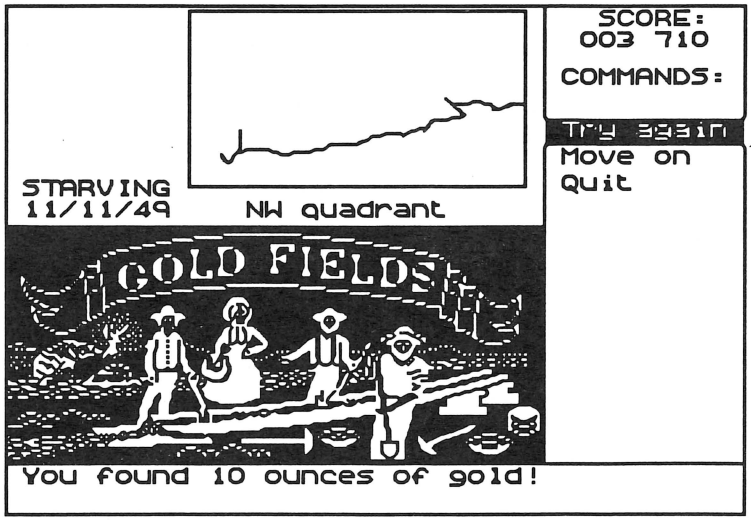
Introduction

"California or bust!"

This was the cry that inspired the prospectors of 1849 — better known as the Forty-Niners. These brave (and maybe foolhardy?) souls challenged rough terrain, hostile tribes, violent weather, disease, and more to journey to the hills of California hoping to satisfy their dreams of riches.

For those who survived the journey, there was no guarantee that gold would be the reward. Some panned every creek, finding nothing. Others dug into the rich earth, but eventually abandoned the quest and decided to farm instead. A lucky few did find what they were looking for — GOLD! Will you be one of the fortunate few?

This simulation turns you into a Forty-Niner, facing all of the obstacles that history tells us these adventurers confronted. How will you fare?



Typography

A word about typography. In this handbook, if a specific key is referred to, the name of the key will be enclosed between a "<" symbol and a ">" symbol. Thus, if an instruction requires you to press the "Escape" key, it will be typed as: Press <ESC>. Commands that can be chosen from a command menu will be printed in boldface and italics. For example, the command to quit will be shown as ***Quit.*** Other commands (commands which do not appear on a main menu) will be printed in italics, as in the command *Dig here.*

Quick Start

Information presented in this section will be covered in greater detail elsewhere in this manual. *Quick Start* is intended to start you using the program as quickly and painlessly as possible. If you require additional information, please consult the table of contents and refer to the appropriate section of the Handbook.

Step 1: Start the program by inserting the disk into your disk drive. MS-DOS compatible versions can be started by typing ***49R*** . Apple II versions can be started by turning on the computer (after inserting the disk) or by pressing the <CTRL>, <RESET> and <OPEN APPLE> keys. If you are unfamiliar with any of these keys please refer to your Apple Users Manual provided with the computer.

Step 2: Read the introduction carefully before proceeding. Press the <ESC> key to continue.

Step 3: Adjust the amount of equipment you have, *if you feel it requires adjusting.* Do this by choosing the ***Equip*** command. You have $1000 to spend, but you should save some of it for use on the trail. You may consider buying additional food and water, repair kits and medical kits.

Use the right and left arrow keys to move items from the merchant's column to your column. If you are purchasing a lot of goods, adjust the increment by pressing the <I> or <L> keys. This will increase or lower the number of items moved each time you press an arrow key.

Step 4: Choose the ***Drive*** command. Choosing this command is the equivalent of hitching up your horses and moving out. Now you must choose a route or direction. There are a number of different trails for you to follow. At each trail junction you must choose which trail you want to follow. The trail junction will be diagrammed in the upper left hand corner of your screen.

Remember, your objective is to take your wagon to the California gold fields. So choose the trail which seems most appropriate. In order to see where the different trails go, choose the ***Utilities*** command. This will lead to a second set of commands. First choose the ***Info*** command. Then choose the ***Maps*** command. Using the maps, you will be able to display rivers, terrains, trails and forts.

Step 5: Drive westward. Be careful fording rivers, and remember to fill up your water kegs after you have completed the crossing. Monitor your food and water supplies carefully. Water kegs and food may be purchased at forts (if anyone has any to sell). Food may also be obtained by trading with natives you encounter along the way.

Step 6: Once you have reached California, and have settled in an area where you think there might be gold, start digging! Do this by choosing the ***Utilities*** command from the main menu. This will display a second set of commands. Choose the ***Find Gold*** command. Read the text and check the results of your work on screen.

Step 7: Save your game at any time by choosing the ***Quit*** command from the Utilities menu. Then choose the ***Save*** command from the Quit menu. Use the ***Restore*** command from this menu when you want to resume a previously saved game.

Step 8: Find as much gold as you can! There is no limit to the amount of gold that can be found. You may even locate the "mother lode." Build up your points as high as you can, then compare your scores with those of your friends.

System Requirements

Apple versions will operate on Apple II+, IIe, IIc, and IIgs computers with 64K RAM (or more) and one or two disk drives. Apple versions cannot be copied from the original disk onto a hard disk drive. However, you are allowed to make one backup copy of the program.

MS-DOS versions will run on any IBM PC with at least 256K RAM and one or two disk drives. The PC must be equipped with a Color Graphics Adapter (CGA) or equivalent. RAM in excess of 256K may be utilized as a RAM disk. The program will also operate on IBM compatibles, including the Tandy 1000. MS-DOS versions can be copied onto a hard disk drive. You make make a complete copy of the program on your hard disk in place of making a backup copy of the original floppy disk.

Starting the Simulation

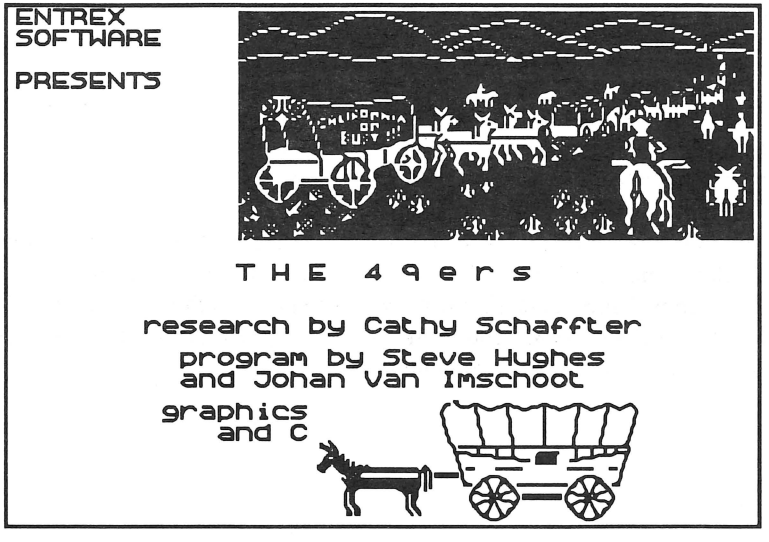
Apple Place the *Forty-Niners* disk in Drive One. Boot the program by turning on the computer or by pressing the <CTRL> , <RESET> and <OPEN APPLE> keys simultaneously (if the computer is already on). If you are unfamiliar with any of these keys please refer to your Apple Users Manual.

If you are using the 5.25" version of this program, you will be instructed to remove the disk, flip it over, and reinsert it. You must do this before the program will finish loading.

MS-DOS Boot the program by loading DOS 2.0 (or higher), then insert the *Forty-Niners* disk and type *49R* .

An introductory graphic will appear on your monitor, then a text based introduction. Read the introduction carefully before proceeding. Press the <ESC> key to exit the introduction.

Diagram 1 — Introductory Screen



Equipment

You will begin your exploration with a small amount of supplies, but you may want to add to them before you start out. Choose from the following:

FOOD — Each person consumes one pound of food per day. Take as much food as you can afford. Additional food can be obtained by trading with natives. You can also hunt for food.

WATER KEGS — Take along a few extra water kegs to get you past the dry parts of the trail. Remember to fill your kegs after fording each river.

WAGONS — You should not require any additional wagons unless you forget to take along some repair kits. Wagons can only be bought at forts.

OXEN — Use oxen to pull your wagons. They are steady, dependable, but slow. Take one or two extra as you will certainly lose some to illness. Two oxen can pull one wagon.

MULES — Mules can also be used to pull your wagons. You can ride them too! It takes four mules to pull one wagon.

Diagram 2 - Trading

GUNS	Take along a few guns so that you can hunt for food along the way.
AMMO	Ammunition is needed for hunting and in case of attacks. Ammunition is bought by the pound and can only be obtained at forts.
MINING KITS	You will need at least one mining kit if you are to hunt for gold. Mining kits include picks, shovels, gold pans and other essential items.
MEDICAL KITS	One of the greatest dangers ahead of you is disease. Taking along a medical kit may allow you to cure some of the sick people.
REPAIR KITS	Don't leave home without at least one or two of them. The terrain ahead is very rough and your wagons will break down. Although you can always fix your wagons at a fort, taking repair kits will allow you to repair your wagons wherever they break down.

Purchasing Equipment

All equipment must be purchased. You are given $1000 at the start. Use this to buy your initial supplies but remember to keep some for the road. You may also pay for supplies with any gold that you find.

You may only purchase supplies at forts. When you are at a fort, the ***Equip*** command will appear on the Main menu. Choose it. Then use the <SPACEBAR> and arrow keys to select the items you want. Use the <SPACEBAR> to move the highlight to the item you wish to purchase, while the right and left arrow keys are used to shift items from the merchant's column to your column. Change the increment as required (see p. 7 for instructions on changing the increment). *Do not type in the amount of items you wish to purchase.*

When you have selected all the items you want (or can afford), you must pay for them. The cost of the goods will be shown at the bottom of the screen. Press <RETURN>. You may choose to pay the exact amount or you can try to barter. Again, shift your dollars from your pockets to theirs, and back, using the right and left arrow keys. After your goods have been paid for, the computer will list your total belongings.

Bartering

When purchasing goods, you should barter for the best deal possible. Offer less than the requested amount and see if you can talk the merchants into reducing their price. You may be able to convince them to reduce their price several times. You can also barter when trading with natives.

Increment

When trading with natives or buying goods from forts, you will probably want large quantities of some items (you may also be asked to pay large sums of money!). To speed up the process of buying, selling and trading, type <I> to increase the increment from 1 to 10 to 100 to 1000, or type <L> to lower the increment. This means you can buy and sell items 10 at time, 100 at a time, etc. It also means you can pay for goods with $1 bills, $10 bills, $100 bills, and so on.

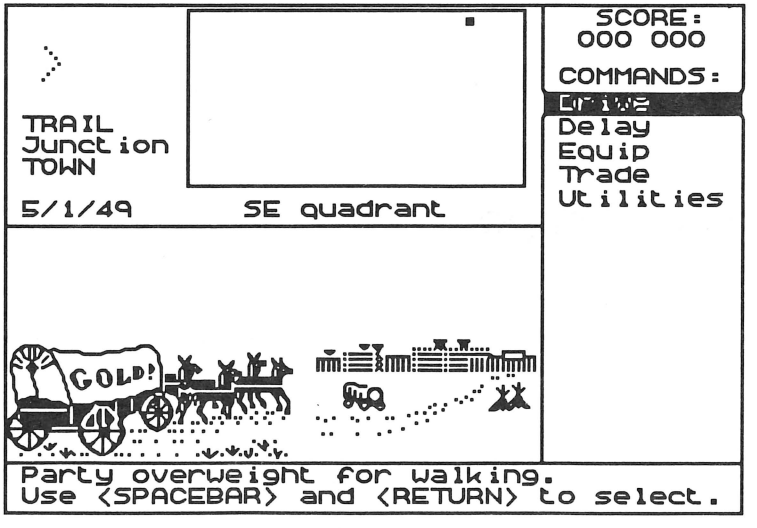
Advice for First Time Users

First time users of the program may want some extra advice. Choose the ***Info*** command and then the ***Advice*** command. A few short paragraphs explain the starting equipment and the different commands. A basic strategy is also provided.

Using the Simulation

While using *The Forty-Niners* you will be asked to use menus, respond to instructions, and flip disks. You will have more success using the program if you have a complete understanding of how to use these three functions.

Diagram 3 - The Main Screen



Menus

Throughout the program you will be shown "menus" — lists of choices which you are allowed to make. For example, at the main screen you will be shown the menu, under the word "COMMANDS," depicted in Diagram 3.

To tell the computer what you want to do, simply use the <SPACEBAR> or arrow keys to move the highlight to the desired command. For example, in Diagram 3, you would have to press the <SPACEBAR> three times to select the ***Trade*** command (the highlight moves down one command with each key press). Once your choice is highlighted, as the ***Drive*** command is, above, press <RETURN>. To escape from or leave any sub-menu, press the <ESC> key.

Instructions

While using *The Forty-Niners* you will often see instructions at the bottom of the screen. You will usually be asked to press a key or you may be warned about an event or asked to adjust your party in some way. Follow these instructions carefully and the program will progress smoothly.

Flipping Disks (Apple 5.25" disk versions only)

Flipping disks is simply a matter of removing the disk, turning it over, then reinserting it. Start *The Forty-Niners* by inserting the disk with its label facing up. When the computer prompts you to flip the disk, put the disk back in the drive with the label facing down.

You will have to flip the disk when starting the program. You may also have to flip it to save a game.

Main Screen Components

The main screen (see Diagram 3) is divided into six sections: the Status Display, the Player Map, the Command Bar, the Instructions Row, the Travel/Text Window, and the Bar Graph Window, which replaces the Command Bar while the party is travelling.

Status Display

This part of the Main Screen shows your current status (walking, riding), advises you of the presence of natives, warns you about food and water shortages, and so forth. Below are the messages you can expect to see in the Status Display.

Camp — This message appears when you have decided to set up camp, or have reached a camp previously set up.

Dead — This is bad news! Your entire party has died and the simulation has ended. Skillful playing will help you avoid seeing this message.

Driving — Your party's current mode of transportation is via wagon.

Junction — There is a junction of two or more trails or rivers here. By stopping, you will be able to choose which trail or river you wish to follow.

Map Edge — When you reach the edge of the map, this message will appear. It will disappear when you move away from the edge.

Mouth — The party is at the mouth or end of a river.

Natives — The party has met a group of Indians.

Riding — Your party's current mode of transportation is via mule.

River — Your party has reached a river. The direction of flow of the river is indicated by an arrow.

Source — The party is at the source or beginning of a river.

Starving — The party is starving to death! Obtain food immediately.

Storm — The weather has turned bad. If the party is walking, it should take cover immediately; if driving, the party should delay until the storm has passed.

Thirsty — This message lets you know your water supply is dangerously low. Time is precious, so try to find water!

Walking — Your party's current mode of transportation is on foot.

Water — From time to time this message will flash on the screen display. It's a good idea to fill up your kegs each time you see it.

Player Map

This part of the screen shows where your wagon train is located and what direction it is traveling. The map is divided into quadrants, beginning with the Southeast quadrant. When your party reaches the end of this quadrant, the screen will change to show you the new quadrant you are entering.

The flashing cursor displays your current location.

Command Bar

Primary commands and sub-menus are available from the Command Bar. Use these commands to carry out your explorations. To select a command, use the <SPACEBAR> to highlight the desired command. When the command is highlighted, press <RETURN>. The *Commands* section (p. 11) explains each of the commands in detail.

Instructions Row

Procedural instructions are provided in the instructions row. Various messages such as "Use SPACEBAR and RETURN to select," and "Press SPACEBAR to halt," help you move through the program. Warning messages such as "Party overweight for walking" and "Too few men or animals for driving" aid in decision-making.

Travel/Text Window

This window gives a graphic portrayal of the terrain your party is exploring. These graphics will be replaced with other graphics or with text when trading with natives or fighting.

Bar Graph

While you are traveling (by wagon, mule or foot), the Command Bar is replaced with a bar graph. The bar graph shows the current amount of money, food, ammunition and water.

Commands

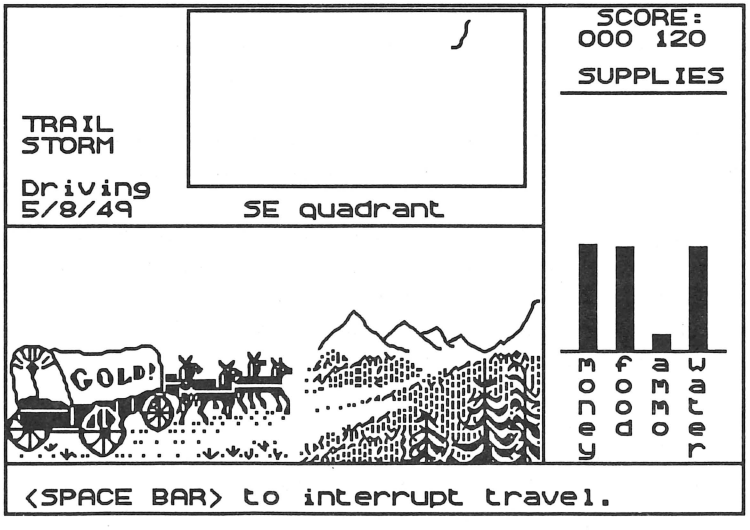
This section provides a detailed explanation of each of the program's commands. Not all of the commands will appear on the Command Bar at a given time. This is because each command is only available under certain conditions. All secondary commands, for example, appear under the Utilities menu. Also, primary commands such as ***Ride*** will not appear on the Command Bar unless your party has sufficient mules to carry all your goods. ***Walk*** will not appear when your party has with it too many goods to carry while walking.

Primary Commands

Drive — When this command is chosen, the wagon train starts to move. Select the direction you wish to go. You may choose to follow a trail, explore overland, or follow a river. Some directions may not be available if they are inappropriate for your current location. Choose *Stay Put* to remain in your current location.

Walk/Ride — These commands function in the same manner as the *Drive* command. Use *Walk* if you have no wagons or mules. Choose *Ride* to use your mules.

Diagram 4 — Driving



Delay Use this command if you want to wait until a storm passes. One *Delay* command halts movement for one day.

Equip This command will appear at the beginning of the simulation and every time you reach a new town or fort. You have $1000 to spend, but try to save some for use on the trail.

Use the arrow keys to move the amounts of the various items you want from the merchant's column to your column. Change the increment as required (see: Increment, p.7). The cost of the goods you select will be displayed at the bottom of the screen.

When you have made your selections, press <RETURN>. The merchant will request payment. You can choose to pay the full amount or try to barter. Use the arrow keys to move either money or supplies from your column to the merchant's column. Press <RETURN> after you have decided on the amount you intend to pay.

If the merchant rejects your offer, you can continue to barter. If you decide not to buy anything press the <ESC> key to return to the main screen.

Fill Kegs Fill your water kegs any time you can. It is easy (and deadly) to run out of water in the desert areas. This command only appears when you are at a source of water.

Ford Choose this command to cross a river. Be careful, heavily laden wagons may have difficulty in crossing. Some may be too heavy to even attempt a crossing.

Trade Select this command to trade for food, scouting information, and so forth. Once natives have been located, you may choose to trade, leave, or attack.

If you *Attack* the natives, they may fight back or they may flee. Attacking natives will result in poor relations with other natives. If you do not want to deal with the natives, you may escape the trade routine by choosing *Leave.* If you wish to observe the Indians' reaction to you, choose *Wait.* The Indians may commit themselves to an attack, they may flee, or they may wait for you to make a move.

Items you can trade for include food, mules, and scout info. If you decide to trade, use the arrow keys to give goods to the Indians and to take goods in return. You can change the number of goods traded with each press of the arrow keys by pressing <I>. As you press <I>, the increment setting in the upper left hand corner of the Trade Screen will change from 1 to 10 to 100 and so on (see: Increment, p. 7).

Utilities Choose this command to access the secondary commands.

Secondary Commands

Camp If you decide to set up camp, you can leave wagons and people behind at camp while you travel on your own. You'll be able to move faster this way. Decide how many wagons and supplies to leave at the camp. You might decide to take only your mule and however much you can carry.

Discard Use this command to get rid of goods and equipment you cannot carry with you; for example, extra water kegs when you haven't enough mules to carry them, or repair kits, when you don't have any wagons left.

Find Gold Use this command to search for gold. You must have a mining kit. The surrounding area will be described to you, then you must decide whether to dig in the area described, to look for a better place, or to stop looking for gold.

Hunt Use this command to go hunting when you need to replenish your food supplies. First, use the arrow keys to decide the size of the hunting party. The more people hunting, the greater the chance of hitting the animal. Press <RETURN> when you have selected your party.

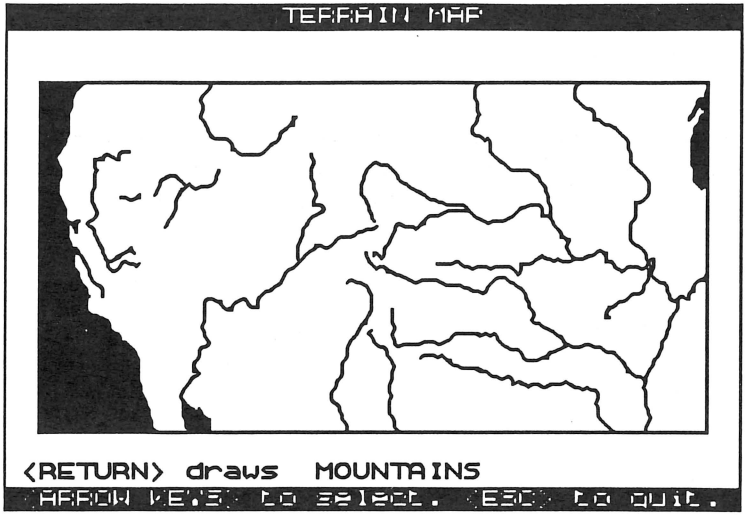
A gun sight (an X) will be displayed on the screen. Use the arrow keys or the <E>, <S>, <D>, and <X> keys to follow the animal's tracks. When the animal appears on the screen, move the gun sight to the animal and press the <SPACEBAR> to shoot. The animal may flee if it is not killed. It may also turn and attack your party.

Press <ESC> to end the hunt. The computer will display how much food you have gained and the number of hours it took.

Info This command provides access to maps of southwestern United States and an advice file which you should read before using the simulation.

Maps The Maps option provides a terrain map of southwestern United States. Overlays show trails, rivers, terrains, state lines, the areas your party has explored, and your present location.

Diagram 5 — Maps



When you first enter the Maps screen the computer will display your travels to date. A message at the bottom of the screen will state "<RETURN> draws RIVERS." If you wish the computer to display rivers, press <RETURN>.

Terrains which can be displayed are: mountains, plateau, plains, basin, desert, prairie, gulf and coast. Other items include: trails, rivers, lakes, ocean, states, and forts. Use the arrow keys to page through these options, pressing <RETURN> each time you want one drawn.

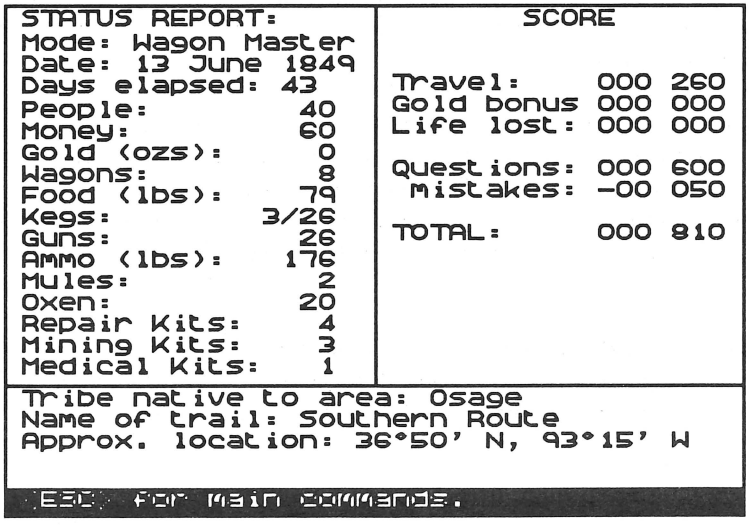
Advice The Advice option contains valuable information on operating the program. While it does not provide strategies which guarantee success, it will provide ideas that will help you in your quest for gold.

Escape Escape is used to leave the Info section and return to the Main Screen.

Repair This allows you to make necessary repairs on your wagons. You must have a repair kit or be at a town in order to repair your wagons.

Report A status report is provided for you to review the progress of your expedition.

Diagram 6 — The Status Report Screen



The Status Report is divided into four main areas. The *Mode* area at the upper left of the Status Report shows the simulation mode, the date, and the number of days elapsed since the beginning of play. The *Equipment* section at the center and lower left of the screen provides an inventory of the expedition, including people, money, wagons, food and more. The inventory of water shows how many full kegs of water you have and then a total of the kegs (full or otherwise) that you own. The *Location* section at the bottom of the Status Report Screen provides information on ocean, lake, river, and trail names; the name of any local Indian bands, and your party's approximate location in degrees latitude and longitude. The *Score* area on the right side of the screen details your current score in terms of travel, gold discoveries, lives lost, and questions answered correctly and incorrectly.

Scout Scouting provides a 10 mile radius view of the area surrounding you and takes one day. Additional scouting information can be obtained from the Indians in exchange for some trade goods (see: Trade, p. 12).

Quit If you want to stop exploring select the *Quit* option on the command bar. A sub-menu will appear, giving you the option of saving your session, restoring a previously saved session, starting a new session, or quitting.

Save You may *Save* a session if you wish to finish it later. After selecting this option, you will be asked to type in a name to identify the session. (NOTE: if you do not save your session, no record of it will be kept).

Up to four sessions can be saved on the disk. If you need more room you may save over top of one of the previously saved sessions. Enter the name of the session you wish to replace, then press <RETURN>. The computer will warn you that a session with this name has already been saved. Type <Y> to update that session. Your current session will now be saved under the same name as the previously saved session.

Restore You can resume a previously saved session with this option. The names of the saved sessions will be displayed. Type the name of the session you wish to resume and the computer will take you back to the point at which you left the simulation.

Restart This option allows you to start the simulation over. All movement and discoveries in a previous, unsaved session will be lost.

Quit Use this option if you are finished for the day. (NOTE: *Quit* does not automatically save your sessions.)

Escape The *Escape* option at the end of the Quit sub-menu allows you to leave the Quit menu and return to the Main Screen.

Scoring Points

Points are awarded for exploring and for finding gold. For each 25 miles of new territory you explore 10 points will be awarded. Bonus points for finding gold will vary according to the amounts found. Fifty points will be deducted for all expeditionary party lives lost due to the elements, starvation, or battles with natives. Each native killed in battle will also incur a 50 point deduction from your point total.

Success is defined as finding gold! If you can find the mother lode, you will be rich beyond your wildest dreams.

Hints To Improve Your Play

The following hints and strategies will improve your use of *The Forty-Niners.*

- When moving, it is your responsibility to stop. Do this by pressing the <SPACEBAR>.
- You cannot take an overloaded wagon across a river. You must discard materials until the wagon is light enough to be pulled through the water.
- Indians will usually help you. If you kill them, others might kill you. Remember, Indians are your best source of food and scouting information.
- You may set up one camp at any time. Use the camp as a center of operations, and explore outward from it.
- You will not be able to carry enough food to last you through your travels. You will have to trade or hunt occasionally.
- Consult your atlas as to.where in the southwest are the best places to find gold. Then camp in these areas and search thoroughly. Be warned, thieves and claim jumpers thrive in most of the gold areas, so you may need extra supplies.
- Always have with you at least one repair kit and at least one mining kit. A medical kit is also irreplaceable in treating sick people. You can even try to use it to help heal sick or injured mules and oxen.
- Do not try exploring overland until you reach one of the gold mining areas. Your wagons are sturdy, but will not stand up to the rough work where there are no trails. However, once you reach an area where you think you might find gold, you will probably have to leave the trail.

Commonly Asked Questions

1. *How do I purchase more equipment before I leave for California?*

   Equipment can be obtained at the fort where you begin your journey. Choose the ***Equip*** command, then use the <SPACEBAR> and arrow keys to select the equipment you desire. When you have made your selections, press <RETURN>. Press <I> to increase the increment from 1 to 10 to 100 to 1000.

2. *How do I search for gold?*

   Find an area where you think you might find gold, then choose the secondary command, ***Find Gold.*** The computer will describe the area around you and offer you three choices: *Dig here*, *Move on*, or *Quit.* Choose *Dig here* to see what you can find. Choose *Move on* to look for a different site in the same general area. Choose *Quit* if you want to stop searching for gold.

3. *What do I do if my party dies?*

   Start again. If your party has died, so have you! The expedition cannot continue without your leadership. If the session has been previously saved, you can use the ***Restore*** function to resume explorations at the point the exploration was saved. In any case, remember that the health of your people is important. Always have ample food and water supplies. Remember to refill your kegs whenever you cross a river, and to trade with Indians for food when you are running low.

4. *Is there any place my wagons can't go?*

   Your wagons cannot cross lakes or oceans. Other than that, they are capable of reaching any area on the map. If you don't want to follow a trail or river, choose the *Overland* option under the ***Drive*** command. Then choose one of the eight compass directions. If you want to change directions you must first stop, then choose a new direction. The best way to reach California is to follow one of the established trails. Generally speaking, there are more forts and less desert areas to the north, but each of the trails has its own difficulties.

5. *Why should I bother trading with the natives?*

   Trading with the natives is the best way to obtain food and scouting information when you are lost or far from a fort. If you attack the natives instead of trading with them, they will be more likely to attack you sometime in the future.

6. *Is there any way to get more money (beyond the $1000 I started with)?*

The money you start with is all you get until you find gold. Be sure to save some so you can buy things from the forts along the trails. However, once you have found some gold you can use it as currency to buy additional supplies. Be warned, a few ounces of gold will not buy as much as you might expect. Prices are very high in the gold fields!

7. *Is there anything useful I can do while I'm waiting out storms in the mountains (or elsewhere)?*

Not really. Simply bide your time until the weather improves. When the status display indicates a storm, delay until the storm has passed and the indicator removed. Traveling during a storm can be very dangerous.

8. *What can I do if I can't find my camp? Can I proceed on my own?*

One of the easiest ways to die in the wilderness is to build a camp and then explore on your own, forgetting where the camp was located. Be warned, your camp will not show up on any of the computer's maps, so it is up to you to remember where you have located it. Watch the status display carefully as it will tell you when you are at your camp. If all else fails, you can proceed on your own, but you will need enough supplies and/or money to survive.

10. *What happens if I'm starving to death and stuck in the middle of nowhere?*

In many parts of the southwest there is little game to hunt. However, see what you can find as every little bit of food will help. If you are out of ammunition and money you can probably trade just about any of your possessions to the Indians for food. If you have none of the above, move to the nearest fort, but you will probably have to ***Restart*** or ***Restore*** a previously saved session. It is important to carry as much food as possible at all times.

Notes

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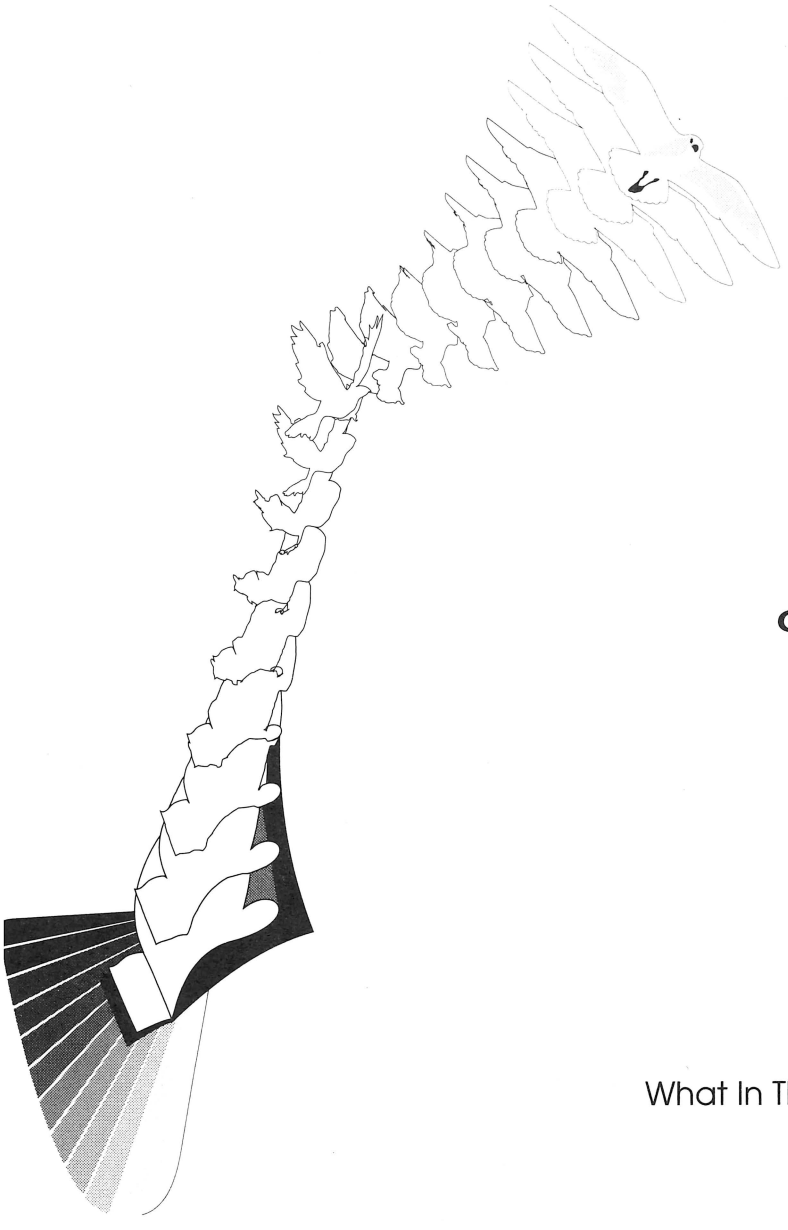

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